Buena Vista Games, 500 S. Buena Vista St., Burbank, CA 91521 © Disney N0538

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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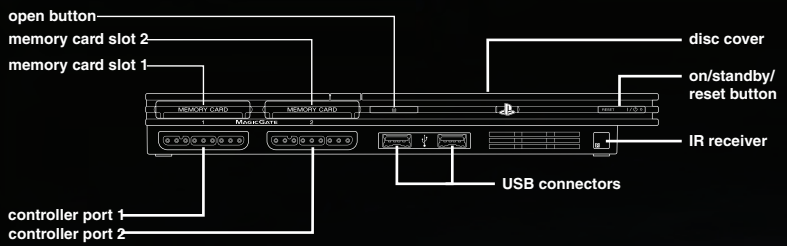
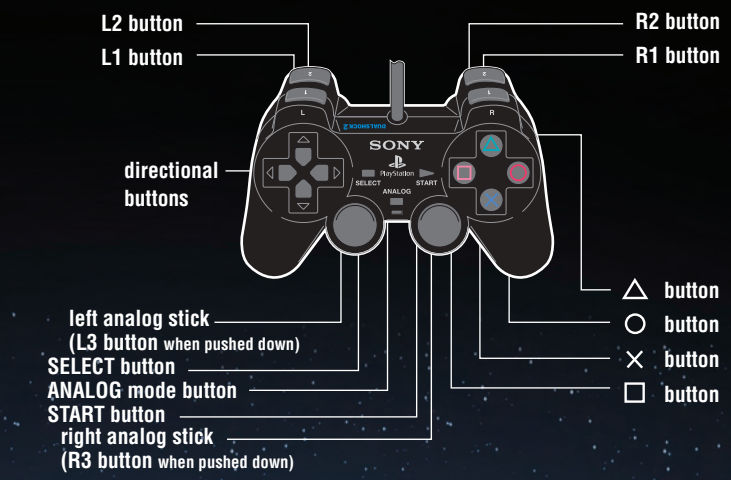


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the DISNEY'S CHICKEN LITTLE: ACE IN ACTION disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



- This game supports the analog mode and the vibration feature of the DUALSHOCK®2 analog controller.
- To use the vibration feature, turn on VIBRATION under OPTIONS.
- You cannot use the ANALOG mode button to switch between analog and digital modes. The controller will always be in analog mode (the mode indicator will be red).
- This software is designed exclusively for the DUALSHOCK®2 analog controller. Its operation is not guaranteed for use with any controller other than the DUALSHOCK®2 analog controller.

Disney's

chicken little
ACE IN ACTION

CHICKEN LITTLE
and his friends invite you to become one of their superhero alter-egos and battle
FOXY LOXY
and her evil Amazonian sidekick
GOOSEY LOOSEY
as they try to take over the Earth!

THE HEROES

TO SAVE THE EARTH, A CREW MEMBER FROM THE BATTLE BARN MUST JUMP INTO ACTION!

You Can Be...

ACE THE SOLDIER
Infiltrate enemy bases via up-close ground fighting!

ABBY THE PILOT
Fly your spaceship in combat missions!

RUNT
THE TANK DRIVER
Command your armored tank to soften up the ground defenses for Ace!

MR. FISH
THE SCIENCE OFFICER
He provides key intel & weapon upgrades. He also uses his superior intellect to help you unlock puzzles in the game.

THE CREW OF THE BATTLE BARN IS TRYING TO SAVE THE UNIVERSE FROM...

FOXY LOXY

The most evil villain of the century!

GOOSEY LOOSEY

Foxy Loxy's crazed Amazonian sidekick.

SLEAZEL WEASEL

One of Foxy Loxy's evil accomplices.

You'll also be facing robotic enemies, like **DogBots**, **LabRats**, **LamBots** and **Foxloxians**, depending on which planet you're on.

Watch out for **BOSS ENEMIES**, who appear at the climax of some levels.

TO STOP THE VILLAINS, YOU MUST COMPLETE MISSIONS ON ALL THESE WORLDS...

PLUTO

Investigate the prison to find out why the guard DogBots have all gone crazy.

SATURN

Battle your way onto the floating compound of Dank Laboratories and discover just what they produce...and for whom.

MARS

The "Red Planet" is looking awfully green. Find out the secret of its volatile vegetation.

THE MOON

Stop FOXY LOXY from finishing her fiendish plan or the sky really will fall.

BEGIN THE FUN!

NEW GAME

- Select NEW GAME and you will be prompted for a memory card (8MB) (for PlayStation®2). Select YES or NO and you will be taken to the MISSION SELECT menu to start your adventure.

LOAD GAME

- Select between 4 saved slots to restore a saved game. The memory card (8MB)(for PlayStation®2) must be in memory card slot 1.

2 PLAYER GAMES

- Choose from available 2 player games.

EXTRAS

- **MOVIES** – Watch your favorite movies from the game any time you like.
- **CONCEPT ART** – View concept art from the making of the game.
- **MUSIC** – Listen to music from your favorite levels.
- **TRAILERS** – View trailers from other awesome Disney games.

MISSION SELECT

- Press the ⊗ button to choose your mission and you will be taken to the BRIEFING SCREEN.
- You can hear the mission briefing from Mr. Fish by pressing the □ button.
- You can buy upgraded weapons from Mr. Fish or start your mission here.

BUYING WEAPONS

- You can buy new weapons from Mr. Fish using the Acornium collected throughout the game.

- Before you begin any MISSION, you'll get a TUTORIAL about the CONTROLS and BASIC GAME PLAY.
- If you leave a game in the middle of a MISSION, the ACORNIUM you've collected will be saved but you will have to restart the mission from the beginning.
- Any time you LOAD a SAVED GAME, you'll find yourself at the BATTLE BARN SCREEN.

SCORING

- SCORE as many points as you can by collecting ACORNIUM during your missions.
- Your SCORE is updated between missions and recorded in the SAVE GAME file.

TIP To keep your SCORE as high as possible, think twice before buying a weapon upgrade!

UNSUCCESSFUL GAME OVER

- If your shield is brought to ZERO, your character will be warped out automatically and returned to the last checkpoint.
- If your MISSION fails, you'll be given several OPTIONS:
  - RETRY - you'll restart at the current level
  - QUIT - you'll return to the BATTLE BARN MISSION SCREEN
  - QUIT GAME - you'll go back to the MAIN MENU

SUCCESSFUL GAME

- If your mission is **SUCCESSFUL**, you'll hear from **MR. FISH** and see a **RECAP SCREEN.**

SAVING & LOADING

After a **SUCCESSFUL GAME**, you'll be given several options:

- **SAVE & RETURN** to the **BATTLE BARN** – you'll go to the next level.
- **SAVE & RETRY** – you'll restart at the current level.
- **QUIT** – you'll go to the **MAIN MENU.**

TIP Loading a SAVED GAME will take you back to the BATTLE BARN MISSION SCREEN.

- You'll always be asked to SAVE your game after finishing a **MISSION.**

MISSIONS in progress can't be saved until they are completed. **TIP**

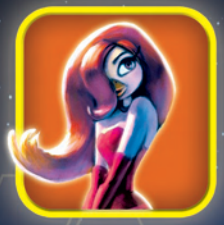
HERO CONTROLS

ACE THE SOLDIER

CONTROLS	MOVE
Left analog stick	Move Ace
Right analog stick	Rotate View
L1 button	Rolling Jump
L2 button	Strafe/Follow
R1 button	Fire Primary Weapon
R2 button	Fire Secondary Weapon
⊗ button	Jump
○ button	Use Item
□ button	Switch Secondary Weapon
START button	Pause Menu

RUNT THE TANK DRIVER

CONTROLS	MOVE
Left analog stick	Move Tank
Right analog stick	Rotate Turret and Camera
L2 button	Strafe/Follow
R1 button	Fire Primary Weapon
R2 button	Fire Secondary Weapon
⊗ button	Turbo (when available)
□ button	Switch Secondary Weapon
START button	Pause Menu



ABBY THE PILOT

CONTROLS	MOVE
Left analog stick	Aim or Point Hover Ship
Right analog stick	Strafe Left or Right/ Move Forward or Backward
L1 button	Hover Ship Up
L2 button	Hover Ship Down
R1 button	Fire Primary Weapon
R2 button	Fire Secondary Weapon
⊗ button	Turbo (when available)
□ button	Switch Secondary Weapon
START button	Pause Menu

THE WEAPONS

To defeat the wicked **FOXY LOXY** and her evil sidekick, **GOOSEY LOOSEY**, the crew of the **BATTLE BARN** must be quick, strong and well-armed. A variety of **WEAPONS** will help you defeat them!

You'll have two kinds of weapons: **PRIMARY** and **SECONDARY**.

Primary Weapon

Secondary Weapon

- **PRIMARY WEAPONS** have unlimited ammo but they aren't as strong as **SECONDARY WEAPONS**.

TIP You can buy **UPGRADES** to your **PRIMARY WEAPONS** to make them stronger.

- **PRIMARY WEAPON** weapon upgrades build on the one that came before it. They are also color-coded in increasing order of damage: Blue, Green, Yellow and Red.
  - **ACE:** Starting primary (Blue); Double Whammy (Green); Eggcelarator Mod (Yellow); Bok Shot (Red)
  - **RUNT:** Starting primary (Blue); Double Duty (Green); Big Pig (Yellow); Fat Sow (Red)
  - **ABBY:** Starting primary (Blue); Twin Bill (Green); Motor Mouth (Yellow); Double Duck (Red)
- **SECONDARY WEAPONS** are stronger than **PRIMARY WEAPONS** but they're limited. For example, they have limited ammunition and they may take longer to reload. You will find additional secondary ammunition during your mission.

TIP You can only get a **SECONDARY WEAPON UPGRADE** by buying it.

ACE'S SECONDARY WEAPONS

GREN-EGG
This shoots egg-shaped grenades that explode on contact.

ROOSTER TAIL
This fires a long-range rocket with lock-on ability.

FLOCK AND AWE
This is a set of 5 swarm missiles.

UDDER DESTRUCTION
This cuts a wide swath of destruction that can damage many enemies.

RUNT'S SECONDARY WEAPONS

BACON MAKER
This shot introduces the tank's awesome power.

HOG KNOCKER
This shoots an object that bursts on contact.

PIGS IN A BLANKET
This volley of rockets blankets many enemies at once.

S.N.O.T
(Super Nefarious Opponent Thrasher) This shotgun really dishes out some damage.

ABBY'S SECONDARY WEAPONS

HOMING PIGEON
This shoots single-shot missiles.

GAGGLE GUN
This shoots a bunch of small missiles at the same time.

STUPEFIER
This weapon makes enemy pilots stupid.

STICKY BOMB
This gobbles up enemies.

ACE'S GADGETS

Make your weapons stronger with these UPGRADES, GADGETS, PICKUPS and SHIELDS!

IF YOU'RE ACE, YOU CAN GAIN THESE COOL GADGETS AS YOU ADVANCE:

HOVER PACK
This sends Ace high and far to a specified destination. While descending, Ace can shoot at enemies below.

CLAW BOOTS
These let you climb on chicken wire surfaces.

POWER BANDS
These make you strong enough to lift heavy objects and rip open locked doors.

IF YOU'RE RUNT, YOU CAN GAIN THESE COOL GADGETS AS YOU ADVANCE:

BATTLING RAM

This lets you smash into enemies and break through some doors. The Battling Ram also has a turbo boost that can be used for jumps or a quick dodge.

HOVER

The Hover ability lets you drive over liquid and energy surfaces.

TANK TELEPORTER

This lets you transport yourself and your tank to a different strategic position in a level.

IF YOU'RE ABBY, YOU CAN GAIN THESE COOL GADGETS AS YOU ADVANCE:

SHIELD SPLITTER

This lets you zap some force fields so you can fly through them.

MINE REPULSOR

This allows you to send mines flying away from you

ASTEROID BUSTER

This lets you break through asteroids.

PICKUPS

DURING YOUR MISSIONS,
LOOK FOR THESE PICKUPS!

ACORNIUM
These are the raw materials you need to upgrade your weapon.

MEGA ACORNIUM
These huge acorns are hard to find, but give you even more Acornium to upgrade your weapon.

SHIELD REGENERATION
This helps restore your shield count.

SECONDARY AMMO
These will temporarily enhance your weapon.

TIP Collect ACORNIUM during MISSIONS. Buy UPGRADES between MISSIONS.

GADGETS can't be bought. MR. FISH will grant them to you at the right time during gameplay. TIP

TIP Some GADGETS will give you access to new, locked areas! You can revisit MISSIONS you've played and discover new secret areas!

You'll get a MEGA ACORNIUM bonus if all MEGA ACORNIUM from one level are collected during a single player campaign. TIP

TIP Upgrade your SHIELDS from MR. FISH in the BATTLE BARN between MISSIONS.

If a SHIELD is brought to ZERO, your character will be warped out automatically and returned to the last checkpoint. TIP

MINI-GAME

ACE reaches a locked door and summons **MR. FISH** to unlock it!

- Once inside the **MINI-GAME**, you must decode the lock by shooting orbs of energy at the tumblers.
- The orbs of energy come in five colors: BLUE, RED, YELLOW, GREEN and WILDCARD.

TIP Only the correct colored orb of energy will unlock the tumbler. Unlock all the tumblers to unlock the door.

Once inside the **MINI-GAME**...

CONTROLS	MOVE
Left analog stick	Aim Launcher
□ button	Fire an orb of energy
△ button	Fire defensive weapon

TIP Watch out for NanoBots. If they reach Mr. Fish, they will drain his shields.

2 PLAYER GAMES

- Go to 2 PLAYER GAMES mode from the MAIN MENU SCREEN.
- SCORE more points than your opponent within the time allowed!
- You can score ACORNIUM by defeating enemies or by defeating the other player.
- You BEGIN with one arena of each type unlocked at the beginning of the game. You can purchase additional arenas with ACORNIUM collected in SINGLE-PLAYER MISSIONS.
- You have the option to play:

TANK VS. TANK

SPACESHIP VS. SPACESHIP